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1 Vertical handoffs in wireless overlay networks

Mark Stemm, Randy H. Katz

December 1998 **Mobile Networks and Applications**, Volume 3 Issue 4

Publisher: Kluwer Academic Publishers

Full text available: [Pdf](#) (770.58 KB)

Additional Information: [full citation](#), [abs](#)

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No single wireless network technology simultaneously provides a low latency and a large number of mobile users. Wireless Overlay Networks – a hierarchical approach ...

2 Mu3D: a causal consistency protocol for a collaborative VRML editor

[Ricardo Galli, Yuhua Luo](#)

February 2000 **VRML '00: Proceedings of the fifth symposium on Virtual reality modeling language**

Publisher: ACM

Full text available: [Pdf](#) (614.28 KB)

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This paper describes the implementation of the Mu3D application protocol for the collaborative editing of CAD design. The collaborative editor (Mu3D editor) has been ...

Keywords: CAD, VRML, architecture, distributed virtual environments, real-time systems

3 Fast and scalable wireless handoffs in supports of mobile Internet applications

Ramón Cáceres, Venkata N. Padmanabhan

December 1998 **Mobile Networks and Applications**, Volume 3 Issue 4

Publisher: Kluwer Academic Publishers

Full text available: [Pdf](#) (187.08 KB)

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Future internetworks will include large numbers of portable devices moving between hierarchical mobility management scheme for such networks. Our scheme for fast and scalable wireless handoff processing ...

4 Toward a framework for power control in cellular systems

Zvi Rosberg, Jens Zander

March 1998 **Wireless Networks**, Volume 4 Issue 3

Publisher: Kluwer Academic Publishers

Full text available:  Pdf (261.10 KB)

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Efficiently sharing the spectrum resource is of paramount importance in Personal Communications where large numbers of wireless subscribers involves protecting ...

5 Composable ad hoc location-based services for heterogeneous mobile networks

Todd D. Hodes, Randy H. Katz

October 1999 **Wireless Networks**, Volume 5 Issue 5

Publisher: Kluwer Academic Publishers

Full text available:  Pdf (403.18 KB)

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6 Coyote: a system for constructing fine-grain configurable communication abstractions

 Nina T. Bhatti, Matti A. Hiltunen, Richard D. Schlichting, Wanda Chi

November 1998 **Transactions on Computer Systems (TOCS)**, Volume 16 Issue 4

Publisher: ACM 

Full text available:  Pdf (290.21 KB)

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Communication-oriented abstractions such as atomic multicast, group RF mobile computing can simplify the development of complex applications describes Coyote, a system ...

Keywords: x-kernal, configurable sevices, customization, event handler, microprotocols, mobile computing, modularity, multicast, protocols, remote

7 Routing in wireless/mobile ad-hoc networks via dynamic group construction

Yu-Liang Chang, Ching-Chi Hsu

March 2000 **Mobile Networks and Applications**, Volume 5 Issue 1

Publisher: Kluwer Academic Publishers

Full text available:  Pdf (179.06 KB)

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An ad-hoc network is temporarily formed by a group of mobile hosts constrained by fixed network interaction and centralized administration. When a mobile host joins an ad-hoc network, ...

8 Mobile networking in the Internet

Charles E. Perkins

December 1998 **Mobile Networks and Applications**, Volume 3 Issue 4

Publisher: Kluwer Academic Publishers

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Computers capable of attaching to the Internet from many places are like the population of the Internet. Consequently, protocol research has shifted network protocols for ...

9 OceanStore: an architecture for global-scale persistent storage

John Kubiatowicz, David Bindel, Yan Chen, Steven Czerwinski, Patrick Eaton-Rhein, Hakim Weatherspoon, Chris Wells, Ben Zhao

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OceanStore is a utility infrastructure designed to span the globe and provide information. Since this infrastructure is comprised of untrusted servers, it uses cryptographic techniques. ...

Also published in:

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10 A CDMA-based radio interface for third generation mobile systems

Sergio Barberis, Ermanno Berruto

June 1997 **Mobile Networks and Applications**, Volume 2 Issue 1

Publisher: Kluwer Academic Publishers

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This paper deals with the use of a CDMA-based radio interface in third generation Telecommunications System—UMTS, and Future Public Land Mobile Telecommunications is not intended ...

11 OceanStore: an architecture for global-scale persistent storage

John Kubiatowicz, David Bindel, Yan Chen, Steven Czerwinski, Patrick Eaton-Rhein, Hakim Weatherspoon, Westley Weimer, Chris Wells, Ben Zhao

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OceanStore is a utility infrastructure designed to span the globe and provide information. Since this infrastructure is comprised of untrusted servers, it uses cryptographic techniques. ...

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Tomasz Imieński, Julio C. Navas

April 1999 **Communications of the ACM**, Volume 42 Issue 4

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